This listing of the claims replaces all prior versions in the application.

Listing of Claims:

1.   (Currently amended) A device, comprising:

a user interface, a control unit for controlling operations of the device including changeable parameters of the user interface, and a game platform for running a game, wherein the control unit is configured to change parameters of the user interface whenever the user interface parameters in the game change based on events occurring in the game.

2.   (Previously Presented) A device according to claim 1, wherein themes with changeable parameters are defined for the user interface and at least one of the themes is associated with the game.

3.   (Previously Presented) A device according to claim 2, wherein different parameters of one of the themes are associated with different levels of the game.

4.   (Previously Presented) A device according to claim 2, wherein at least one of the themes is associated with each level of the game.

5.   (Previously Presented) A device according to claim 1, wherein different parameters are associated with different scores of the game.

6.   (Canceled)

7.   (Previously Presented) A device according to claim 1 wherein the control unit is configured to change parameters of the user interface when the game is interrupted.

8.   (Previously Presented) A device according to claim 7, wherein the control unit is configured to change parameters automatically when a user exits the game.

9.   (Previously Presented) A device according to claim 7, wherein the control unit is configured to change parameters by a user command.

10.   (Previously Presented) A device according to claim 9, wherein the control unit is configured to be locked by a user command to stop future changes of the parameters of the user interface.

11.   (Previously Presented) A device according to claim 2 wherein the device is configured to save a changed user interface theme in a format that may be transmitted with a message to another device.

12.   (Previously Presented) A device according to claim 5 wherein the device is configured to save a game score in a format that may be transmitted with a message to another device.

13.   (Previously Presented) A device according to claim 2 wherein said theme includes a set of: picture settings comprising picture parameters such as colour, contrast, light intensity; picture objects s; animation effects and bitmap shapes; sound settings comprising sound parameters; sound objects vibration settings comprising vibration parameters, said theme being associated with operations of the device.

14.   (Previously Presented) A device according to claim 1 wherein the user interface comprises a display for showing information related to the operations of the device by means of a graphical interface of the display.

15.   (Previously Presented) A device according to claim 14, wherein the user interface comprises a sound system.

16.   (Previously Presented) A device according to claim 15, wherein the user interface

comprises a vibration element.

17.   (Previously Presented) A device according to claim 1 wherein the device is a portable telephone, a pager, a communicator, a smart phone, an electronic organiser, a calculator or a positioning device.

18.   (Currently amended) A method for providing a changeable user interface in a device including a user interface, a control unit for controlling the operations of the device including changeable parameters of the user interface, and a game platform for running a game comprising:

  receiving game related data from the game at the control unit; and

  changing parameters of the user interface whenever the user interface parameters in the game change by using the game-related data to change parameters of the user interface.

19.   (Previously Presented) A method according to claim 18, further comprising:

  defining themes with changeable parameters for the user interface; and

  associating at least one theme with the game.

20.   (Previously Presented) A method according to claim 19, wherein different parameters of one of the themes are associated with different levels of the game.

21.   (Previously Presented) A method according to claim 19, wherein at least one of the themes is associated with each level of the game.

22.   (Previously Presented) A method according to claim 18, wherein different parameters are associated with different scores of the game.

23.   (Canceled)

24.   (Previously Presented) A method according to claim 18 further comprising:

changing of the user interface when the game is interrupted.

25.   (Previously Presented) A method according to claim 24, further comprising:

automatically changing parameters of the user interface when the user exits the game.

26.   (Previously Presented) A method according to claim 24, further comprising:

changing parameters of the user interface by a user command.

27.   (Previously Presented) A method according to claim 26, further comprising:

locking the control unit by a user command to stop future changes of the parameters

of the user interface.

28.   (Previously Presented) A method according to claim 19 further comprising:

saving a changed user interface theme in a format that may be transmitted with a

message to another device.

29.   (Previously Presented) A method according to claim 22, further comprising:

saving a game score achieved in a format that may be transmitted with a message to

another device.

30.   (Previously Presented) A method according to claim 19, wherein said theme includes

a set of: picture settings comprising picture parameters such as colour, contrast, light

intensity; picture objects; animation effects and bitmap shapes; sound settings comprising

sound parameters; sound objects; vibration settings comprising vibration parameters, said

theme being associated with operations of the device.

31.   (Currently amended) A game module loadable into a device the device comprising a

user interface, a control unit for controlling operations of the device including changeable

parameters of the user interface, and a game platform for receiving and running a game associated with said game module, the game module being configured:

to transmit game related data from the game to the control unit to change parameters of the user interface; and

to command a change of parameters of the user interface whenever the user interface parameters in the game change based on events occurring in the game.

32.   (Previously Presented) A game module according to claim 31, wherein themes with changeable parameters are is defined for the user interface and at least one of the themes is associated with the game.

33.   (Previously Presented) A game module according to claim 32, wherein different parameters of one of the themes are associated with different levels of the game.

34.   (Previously Presented) A game module according to claim 32, wherein at least one of the themes is associated with each level of the game.

35.   (Previously Presented) A game module according to claim 31, wherein different parameters are associated with different scores of the game.

36.   (Canceled)

37.   (Previously Presented) A game module according to claim 31, wherein the game module is configured to command a change of parameters of the user interface when the game is interrupted.

38.   (Previously Presented) A game module according to claim 31, wherein said theme includes a set of: picture settings comprising picture parameters such as colour, contrast, light intensity; picture objects; animation effects and bitmap shapes; sound settings comprising

sound parameters; sound objects; vibration settings comprising vibration parameters, said theme being associated with operations of the device.

39.   (Previously Presented) A computer program product loadable in a device and comprising computer readable program code for implementing a game module as defined in claim 31.

40.   (Previously Presented) A computer readable medium having a computer program product recorded thereon, wherein the computer program product comprises computer readable program code for implementing a game module as defined in claim 31.